

I'm not a bot









through (and in some cases, physical combat) yourself, although you'd need two Creature Copy spells and some luck to get past the hydra. There was one example of a clumsy mechanic where I was only allowed to pick up two of three small items - I understand the need to avoid handing everything to the player on a plate, but this could have easily been prevented by placing one of the items on an alternative path. Otherwise I felt the mechanics worked well, and were a vast improvement over the first book. The magic system is simple, generally giving you enough spells that you'll usually have options as an alternative to combat in most situations. I found this gamebook quite hard in the sense that finding the correct route took quite a few attempts, and even then it didn't really seem intuitive. However there are several solutions to most problems, and even with minimum stats it's possible to avoid directly fighting anything that outclasses you. This is an enjoyable gamebook with lots of interesting situations rather than a focus simply on hack n slash. Trying to find the correct route was fun at first, but started to grate after a few attempts, as there were no real clues as to where I was going wrong. For a single playthrough, however, I would definitely recommend this book. April 21, 2015 This was the first Fighting Fantasy gamebook I ever got, over 25 years ago, and I was hooked. It took me several attempts to complete it back then and it took me several attempts again this time. Those damned Ganjees kept stumping me back in the day, and I couldn't remember this time round how to deal with them until I finally found an object that would do the trick. There are a lot of branching paths, but there are a couple of places you have to visit and a couple of items you have to obtain in order to succeed. But the several paths greatly increase the replay value too. It's sufficiently different each time to remain interesting, till your maps and notes from previous attempts are comprehensive enough to reveal the easiest path through to completion. The actual final confrontation with Balthus Dire is very well done. I was afraid it would be a simple fight, but there's actually a magical duel which can veer off several different ways depending upon the spells chosen. It also helps to have paid attention when information gathering at earlier stages. Huge fun and quite a leap forward from 'The Warlock of Firetop Mountain'. October 14, 2017 Retrofantasy from the 80's. This is a classic dungeon crawl in the old style with a simple story and not much plot. Kill the evil sorcerer who lives at the end of the dungeon. Still it's mildly entertaining and reminds me of old style text adventures. Games like Zork Plus: Very good illustrations (besides the cover which look an 5 year old has drawn it, and it was changed in later editions). Some funny deaths. Strangled by a curtain, really? You can choose to join the evil side. The combination that you need to enter the last rooms. Got me the first time. The Ganjees!! My copy has yellowed pages, just like an really old puffin should have. Minus: Well, not much of story - open door -> engage next enemy or friend or maze. And simple writing. But that's all part of being a gamebook of course. February 6, 2021 I played a few of these a couple of years ago, when the series was relaunched with a new title by Charlie Higson, The Gates of Death. I've really struggled with boredom in the latest lockdown, and so I fancied something to get my brain into. I know these were aimed at kids, and I'm 46, but I never had the patience to persist with them when I was younger, and I've found that when played properly they're pretty absorbing and quite a lot of fun. This took several attempts to complete, and kept me busy for most of the day, when the weather outside was miserable as hell, and everything is closed. Solving puzzles, battling monsters and losing myself in a rich fantasy landscape wasn't a bad way to spend a day, and as such this book represents pretty good value for money. It is, of course, an old book, being one of the original titles from the early eighties. Sadly, although the Scholastic reprints have all the same text, the original artwork has gone, and as a result, the books are FAR less attractive. They also seem rather shoddily put together, given that the binding is starting to fail after one day. To be fair, though, quite a lot of spine-bending was involved. Anyway, those are minor criticisms. I've not played many FF books, so I don't know how high this ranks in terms of difficulty, but to get through this successfully, you need to make sure you find some specific objects, and also a combination to a door (and once you've noted this, you need to turn to that passage number, so cheating isn't possible there). My early attempts lacked several key things I needed, but by keeping tabs on where I'd been, I managed to eventually get to all the locations I needed. One or two locations were very problematic until I had the right objects to get through. Finding them often involves guesswork and luck rather than skill, but as you progress, you'll get a feel for what you need, and I found I got through with surprisingly few fights, and although there's a magic system in this book with various spells to choose from, I found I didn't need to use very many. As is the case with most books in this series, you can make enough choices to end up in sticky situations and have freedom to move around a fair bit, but there's a kind of linear structure that does eventually prod you towards your goal. There's a great range of creatures and locations, with enough variety to keep you engaged and busy to the end. The final battle with Balthus Dire threw up a few challenges, and his Skill and Stamina is formidable enough to present a few challenges, so make sure you keep those numbers up! This can be done by avoiding unnecessary conflict and using spells to maintain your scores. Dedicated fans of the series might have stronger opinions on this than me, but as a relative n00b to fantasy role-playing, I enjoyed this a lot, and I'm looking forward to another three that I have to play. It's a fine way to while away time in these rather boring days. May 1, 2022 There was a lot to recommend this book! The dynamics of the citadel were a lot more complex than Deathtrap Dungeon or The Warlock of Firetop Mountain. There were guards active in several areas, who could interfere with your activities and haul you off to jail. There were social interactions with different groups wandering around - people (mostly monsters) were selling things, hanging out, working at jobs, raising families. The various monsters interacted with each other and had opinions, instead of being hermetically sealed in rooms waiting for an adventurer to kick down the door. The boss fight was fantastic! It was clever and funny and compelling and very hard to beat! Really, that boss fight earned a whole star. And yet, it didn't quite have that dungeon crawl flavor, you know? I know it's objectively better put together than Firetop and Deathtrap, but it's also slightly less fun. I'm tired of leprechauns. I didn't like the spell system, especially having to pick the spells ahead of time instead of using spell points, and especially replacing provisions entirely with stamina spells. I also died way more getting through this book - was it just me, or were there many more sudden death options? It was a tough job, with slim pickings for loot. Still, a solid adventure, and a pleasant afternoon. January 13, 2019 This was the first Fighting Fantasy book to include spells as a character feature. Choosing the right spells was part of the fun, trial and error of the book. Far more instant death/failure possibilities than The Warlock of Firetop Mountain. If you know the best path through the Citadel you can actually make it through the entire book with the worst stats possible. The main story element sees you on an assassination mission rather than searching for treasure or performing another type of mission. Your job is to bring down the leader of one of two military sides in order to prevent a major battle and unnecessary bloodshed. Great book. The structure of the book is typical for Steve Jackson with often many options to take for each encounter, rather than just a couple each time. choose-your-own-adventure gamebook gamebooks April 18, 2023 I am uncertain (yet) whether I prefer Jackson or Livingston's writing, but this FF book is pretty solid. I enjoyed the play through and it seems one could progress without fighting - just by making clever decisions. That's a nice touch. It also has a tighter scope FF1, a trend that I hope (and believe does) continue in the ensuing books. Side note. I played with a paragon character (best, or close to best stats) and a sausage-fingered bookmark. I like seeing the branching realities or backtracking from a death that seems capricious. Your mileage may vary depending on how you play/read the book. March 12, 2008 Another Steve Jackson classic reprint. I don't know if others would enjoy this one as much as I did - for me it's now mostly nostalgia factor of the Woonsocket Public Library of the mid-to-late-1980s. October 12, 2009 Dug this out of my basement after a friend of mine mentioned using a similar sort of game idea/mechanic for his Nanowrimo project this year. Really interesting game/book hybrid - like a mix of Choose Your Own Adventure and D&D. Displaying 1 - 30 of 89 reviews Get help and learn more about the design. Fighting Fantasy review - Citadel of Chaos Happy Gamer Reviews To view this video download Flash Player

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